



THE JACG NEWSLETTER

JACG

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THE JERSEY ATARI COMPUTER GROUP

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APRIL 1989

FROM THE EDITOR'S DESK

This is a record breaking newsletter. Yes, in the over 38 issues which I have edited...the amount of copy this month has hit rock-bottom in quantity. This for many reasons, illness among 'regular' contributors, outside pressures which precluded some from contributing, problems in uploading of files...etc. But if I left it at that (and I am a BASICALLY generous person), I would give a somewhat incomplete explanation...you see, contributions SLACKED OFF suddenly and precipitously...my job as editor for this month was thus made mechanically easier, but emotionally more difficult...I always hope for a good, full, interesting product...and the newsletter this month will be lacking...and I will not use "filler"...that runs counter to good sense...

This is your newsletter and should be your product...no contributions...no newsletter...plain and simple...better luck next month? Only time will tell...til then....



C'mon!
Don't be Shy.
Write an
Article for
the JACG
Newsletter!

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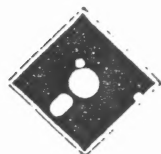
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CALENDAR OF EVENTS

NEXT MEETING

MAY 13, 1989



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GUIDE AND GUIDELINES FOR THE JACG NEWSLETTER EXCHANGE

Michael D. Hochman, Secretary and Membership Chairman -
JACG

One of the best features one can be afforded of his/her User Group is a Newsletter Exchange. This is where a User Group solicits other groups for copies of their club newsletters in exchange for one of their own. JACG has such an arrangement and it's a great way to get a feel for the ATARI scene across the country and around the world.

But what good is this arduous task if all the members of JACG cannot benefit from it. We should all have fair access to this material, especially since the cost to print and mail newsletters for exchange comes from the membership dues. In light of this, I propose the following rules of operation:

1. Any member in good standing with a minimum of two (2) months remaining of active membership shall be allowed to remove EN (Exchange Newsletter) volumes for one (1) month.
2. Material may not be removed from the volumes under any circumstances. Requests for article copies can be made to the Secretary with a fee of 25 cents per page (fee will be donated to JACG).
3. Members will be asked to sign for each requested volume after proving who they are (Membership Card or Drivers License).
4. Volumes may only be borrowed at regular JACG monthly meetings from the secretaries desk, and must be returned by the member who originally signed out for it.
5. Volumes prior to 1988 may be reserved by leaving E-mail on the JACG BBS, written request or phone call to the Secretary. You must reserve these volumes or they will not be present at the meeting for check-out. Volumes for the previous and current year will be available at every meeting, may not be reserved, and will be distributed on a first come, first serve basis.
6. The JACG Newsletter Archive (containing all JACG newsletters since its inception) will be available for browsing at the meetings, but may not be borrowed.
7. Back issues of the JACG Newsletter are available at original face value.

The newsletters themselves are currently in the process of being re-bound in heavier cardstock binders. These binders were donated by one of the most dedicated ATARI fanatics I know. . . ME!!! There will no longer be separate foreign and domestic volumes (the volumes are now combined and will be available monthly, but the odd-format will be issued every three months after April. Volume entries will be in alphabetical order based on the Newsletter name.

The following is a list of known exchange newsletter volumes:

1983 Vol 1
FORMAT)

1987 Vol 1 of 2 (ODD

FORMAT)

1984 Vol 1

February (MISSING)

1985 Vol 1

Vol 2

Vol 1 of 1 (ODD FORMAT)

(MISSING)

1986 Vol 1

(FOREIGN) (MISSING)

(MISSING)

Vol 2

(FOREIGN)

(MISSING)

Vol 1 of 2 (ODD FORMAT)

September

Vol 2 of 2 (ODD FORMAT)

Vol 1 January

Vol 2 February

December (MISSING)

Vol 3 March

Vol 4 April

FORMAT)

Vol 5 May

(MISSING)

FORMAT)

Vol 6 June

(MISSING)

Vol 7 July

February (MISSING)

Vol 8 August

Vol 9 September (MISSING)

Vol 10 October

Vol 11 November

(MISSING)

Vol 12 December

(MISSING)

1989 Vol 1 of 1 (ODD FORMAT)

September

Vol 1 January

Vol 2 of 2 (ODD

Vol 1 January

Vol 2

Vol 3 March

Vol 4 April

Vol 5 May

Vol 6 June

Vol 7 July

Vol 8 August

Vol 9

Vol 10 October

Vol 11 November

Vol 12

1988 Vol 1 of 2 (ODD

Vol 2 of 2 (ODD

Vol 1 January

Vol 2

Vol 3 March

Vol 4 April

Vol 5 May

Vol 6 June

Vol 7 July

Vol 8 August

Vol 9

Vol 10 October

Vol 11 November

Vol 12 December

In closing, I must say that I am not an Executive member looking to make and enforce rules. My main reason for accepting the responsibility of Secretary was so that I might have first crack at reading these newsletters. Finding many of the newsletters missing was a disappointment, and I don't want the trend to continue. If anyone knows the whereabouts of any missing NL's or if you've held a volume so long that you're a little ashamed to return it, please hand it in so it can be rebound and redistributed for all of us. My aim is not to embarrass or single out anyone, but to build a better JACG that will better serve its members. Thank you all for your cooperation. . . Mikey.

ST LIBRARY New Disks

John H. Dean - JACG ST V.P.

The following are new disks that have been added to the ST Disk Library recently. We hope that you will want to add them to yours.

FEBRUARY-1989

DISK #136: A Language Disk. This disk has two Prolog implementations on it. Toy Prolog operates almost exactly like the system described in 'Programming in Prolog' by Clocksin & Mellish. The X Prolog included on the disk is Version 2, but it is only a preliminary version, and is far from complete.

DISK #137: A Utility Disk containing the following folders:

- *CONVERT-Contains a GFA BASIC program to convert Database ASCII text files of records into Datatrieve *.SEQ read data files containing text and numeric fields.

- *ENCRYPT-Version 1.0 of Encrypt is distributed as Partialware, but can be upgraded to a fully functional version for \$19.95. It may be that it will meet your needs 'as is'. It does have extensive 'DOCS' regarding the requirements for encryption.

- *FORMAT-Includes a program to create and modify special track formats, and an accessory program to format disks from the desk top.

- *PROFF-This folder includes a 30 page Manual, produced with Proff, a powerful text formatter that can produce memos, reports, form letters and documents. It can also be configured to mimic other formatting systems of a similar nature.

- *SI_RAM-A Desk Top Accessory that includes a print spooler as well as Disk RAM. Excellent!

- *VERIFY-Includes both a .PRG and an ACC means of setting the verify flag on/off to speed up disk copying.

MARCH-1989

DISK #138: A Telecommunications Disk containing the following folders:

- *DO_FILES-Contains the folders AUTOUPDO, GENREPL2, IGNORE_1, REMOTDO, and the file READ_DL.DO. AUTOUPDO contains Flash .DO files for Automatic GENie Uploads, along with DOCS. GENREPL2 contains a Flash .DO file that will do what GENie put in the mail facility, but left out of the Round Tables: a batch message upload. With this, you can download the messages from the RT, read them off line in the Flash capture buffer, compose your replies at the same time, and upload your replies automatically. It requires version 1.5x of Flash. The IGNORE_1 folder contains a .DO file for use with GENie Round Table that lets you ignore new messages in the specified topic for the current session

only. The next time you log on, replies to that topic since your last visit will be waiting for you. Requires Flash v.1.52. Can be modified to run with version 1.51. REMOTE1.DO contains the files and information to create a SETUP.DO file that can be edited by dialogue boxes prior to calling.

- *FLASHDL3-This contains a program FLASHDL3.PRG that allows you to create a DO file to download several files from either GENie or Compuserve automatically with out human intervention.

- *PCPOLRV7-Has the DO files, programs and Directories for PC Pursuit Radal-Vadic mode Dialer version 7 for Flash version 1.52, written by Mark Asbell, 19 Mar. 1988.

- *PRISM-ST-PRISMST is a powerful trouble shooting aid when working with mainframe systems. This is really packed with features. For instance, all HELP functions area push of the HELP button away and you don't have to change screens like Flash.

- *UPDATE-This folder has the necessary means to update Flash 1.51 to 1.52, along with DOCS describing the changes in Flash 1.52.

- *XTIME2-Includes a Desk Top Accessory for calculating xmodem transfer time. This is a Shareware program.

DISK #139: Telecommunications disk, with the following folders.

- *AUTODIAL-This has a desk accessory for people who use terminal programs that don't have the ability to dial, such as Atari's VT-52 emulator.

- *DTE-Has a TOS application that is a simple terminal emulator program that features file transfer using CIS's B-Protocol. It also supports the V52 escape sequences plus a subset of the VT100 escape sequences.

- *FLASH.PAT-This folder has a program to "patch" the original version 1.00 of Flash, to add some needed attributes, such as completing an ASCII file which stops at the end of the line BEFORE the last line of a file, allows form feed to the printer, and fixes the termination of DO files if the dialer does not get a connection, etc.

- *KERMIT-An implementation of the kermit file transfer protocol, making use of the GEM capabilities to present a friendlier user-interface. GEM-Kermit can also interact with IBM mainframes.

- *STERM-This has the public domain STerminal program, with capture buffer, by Jeremy E. San, complete with assembly source code.

- *STTALK-This folder has the Pre-release version 0.97 of ST-Talk. The ST-Talk USER'S GUIDE Version 1.1 is included, along with instructions as to how to purchase ST-Talk 1.0.

- *STXMODEM-Here we find XMODEM, version 2.0, by Bruce Holloway. This has a command line interface, with plenty of help files and command lists.

- *TERM-This terminal program uses the ST function keys as control keys.

DISK #140: A Telecommunications disk. The folders included are:

*ANETWORK-Programs to make a very simple ST to ST link. Icons are installed on the GEM DESK TOP for the remote system drive(s) you wish to access, then you just use them like any other disk drive.

*STARNET-This folder contains the rather well developed beginnings for ST Bulletin Board, although it is still in a stage of development. Suggestions for improvement would be welcomed by the author, Eric Drewry.

*YBATCH-This folder contains a Ymodem Batch Transfer Desk Accessory for use when you call FoReM ST BBS's and use Flash to do so. It WILL NOT do regular Ymodem.

*ZEVEY-This has a simple Command Line Terminal (version 1.0) following the concept originated in Flash.

*ZMODEM-ZMDM was derived from RZ/SZ for Unix. The terminal emulator is a 80x25 terminal (80x50 mode on Mono systems only). The transfer shell lets you send/receive files using Xmodem/Xmodem CRC/Xmodem 1K/Ymodem or Zmodem protocols.

Also on this disk is a CHOP.PRg to remove the padding added on files up/down loaded with Xmodem transfer.

DISK #141: Disk utilities.

The file and directory utilities on this disk have been written in 68000 assembly using ASSEMPRO assembler from Abacus. Diskette Copy and Compare utilities are ACDAF, CD, CDAF, and CTD. The file copy, list, or print utilities are BUD, CF, LPAF, LPTF, LTF, and STS.

Also included are a Volume Label name changer, and a utility to rename and move directories and files. VERONLY.PRg is designed to be placed in an AUTO folder. It checks out every aspects of the disks important for GEMDOS to work properly. DISKLABEL is a utility to read disk directories, and print them out on either 2-1/2" or 3-1/2" by 15/16" labels.

Prices:

Members:

\$3.00 Disk of the Month

\$4.00 All other Library Disks

Non-Members:

\$6.00 Any Disk

Mail Order: (add \$1.00/disk)

Send to: Bill Garmany
13 Wellington
Livingston, NJ 07039

Disk of the Month for April 1989 (8-bit)

D. Dvorin -JACG

The theme for this month's Disk of the Month is file compaction. The feature programs are Robert Puff's Super Un/Arc programs. With version 2.4, these high quality programs provide the capabilities for all your file ARCing needs. Along with Super Un/Arc, there are other related programs and utilities packed onto this disk. They include:

Disk Communicator (DISCOM32.OBJ), also written by Robert Puff, version 3.2 This program fills the need of transferring an entire disk via modem.

Arc Break version 1.1 (ARCBRK11.COM) by Art Horan. This utility will allow you to selectively break up the component files in an ARC file.

Compaction detectors, CPACKDET.BAS by Wayne Maxson and WHATIS.COM by Bill Aycok. These programs will tell you the compaction technique used on a file.

A disk compactor, SCRUNCH version 2.0, by Bill Hodges and R.E. Swen. This program handles the compaction of entire disks, including boot disks.

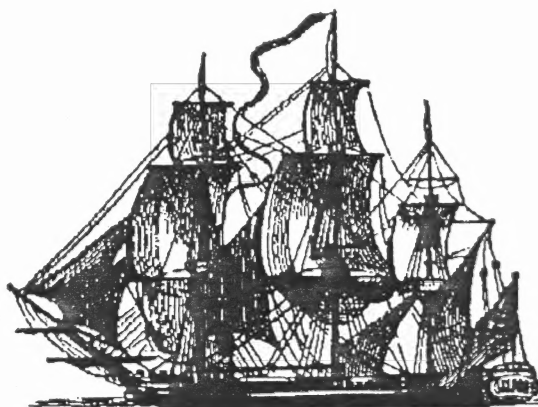
A utility to any ARC program, ARCMATE version 1.0 by Craig S. Thom and William Carrol. This utility allows you to create batch files for single and multi-file ARC files.

Documentation files for Super Un/Arc, ARCBRK11.COM, WHATIS.COM, DISCOM32.OBJ and CPACKDET.BAS.

There you have it. A complete disk for all you compaction needs. All for the price of \$3. A bargain if there ever was one.

Coming soon will be presentation of what file and disk compaction is all about. Look for an announcement at a meeting or in an upcoming newsletter!

Don't Give Up the Ship!

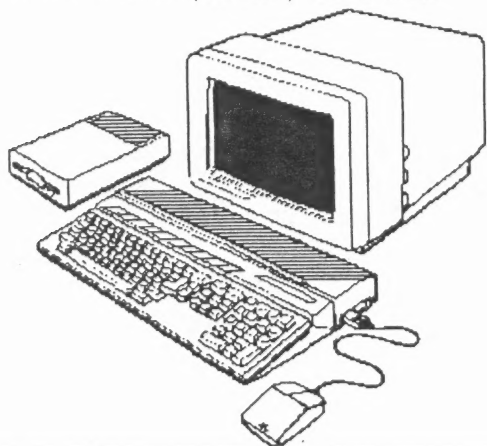


Write an Article for the JACG.

SURVEY RESULTS

By John H. Dean - JACG

Thanks to all of you who filled in the Survey Questionnaire at the February and March meetings. The results are being carefully studied to help us bring you the type of material you are looking for at both the meetings, and in your News Letter. You may be interested in what this survey showed about the characteristics of a JACG member. There was a total of 82 responses. Based on the replies, a typical member has 1.7 Atari computers, since 82 members own 140 of them. Or, to put it another way, it appears that about 12% of our members own only ST's or Megs, 12% own only 8-bit Ataris in their many manifestations, and about 62% own both. I think those figures help explain why we are able to integrate the 8-bit and ST users so successfully at our meetings. Among the 8-bit owners, 27% own 130XE's, 29% 800XL, 4% 600XL, 5% 1200XL, and 35% own the 400/800 machine. Among the ST owners, 38% have the 520, 58% the 1040, and 12% the Mega. As to our general and programming experience, it would seem that 46% of us feel that we are at the intermediate level, and the rest of us are divided equally between being novices, or experienced (27% each). 70% of us use, or are familiar with, the BASIC language in its several dialects. Surprising, at least to me, is the number of us (81%) who responded that they are interested in other high level languages. 38% use "C", and the other 43% was divided among Action!, Logo, Pascal and Modula-2. 35% of us talk Assembly directly. Of course, these percentages add up to more than 100, because many of us speak more than one language. Now to the types of programs we wanted to see in the publications. UTILITIES are pretty far out in front, with 77% of us choosing them as our preference, followed by GAMES, with the backing of 56% of us. About half of us then picked HOME USE, and SOUND/MIDI, followed by PROGRAMMING AIDS, BUSINESS USE, EDUCATIONAL, and GRAPHICS in the 40% range. This is just my own analysis, derived from combining both surveys, and counted and calculated from the raw data. I have kept copies of the original forms, which I forwarded to ANALOG and ST-log, and if you would like to see them for yourself, let me know.



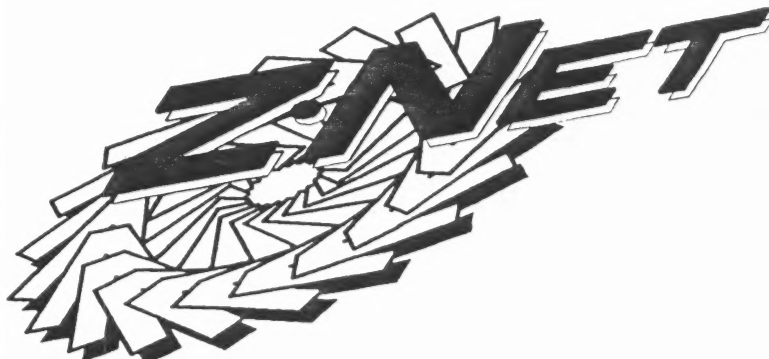
APRIL DISKS OF THE MONTH

John H. Dean - JACG ST VP

We have two disks for you this month!

Disk #119 is an absolutely "must have" spread sheet titled SHEET, rev. 2.0. It is a shareware program written by Chor-ming Lung, of Boston, MA. What makes this particular spread sheet so intriguing is the fact that it includes a basic interpreter in a spread sheet environment. What you can do with this combination is amazing. A Comprehensive manual, including four example tutorials, is provided. SHEET BASIC has scientific graphic commands, and date functions are also included. There is not enough room on the disk to have all the files un-arc'd. Read the file READ-ME.1ST for directions on un-arc'ing the Manual Document, and further Samples.

Disk #142 is also a Disk Of the Month. This contains the latest Version (3.0) of STwriter Elite. See the April issue of Antic for a review. Disks Of the Month can be purchased, by members, at the April meeting for \$3.00. After that, these and all other disks, sold at the door, are \$4.00. The disk price for non-members is \$6.00.



ACTION!

Part 4 - Continued

Dave Arlington -JACG

The most familiar looping technique for people who have programmed in ATARI BASIC is the FOR-NEXT-STEP loop that goes FOR X=1 TO END.....NEXT END. The same construct is here in ACTION!. However it works slightly different. We take your standard DO....OD loop and put the FOR part in front of it like so:

```
FOR Index=1 TO End STEP 2
DO
    ;Your stuff here
.
OD
```

The STEP 2 on the end of the first line in our example is an optional thing as in ATARI BASIC that lets you move up more than one number at a time. Notice that ACTION! does not use the NEXT Index statement, instead the OD tells ACTION! where to stop, increment Index (or X or whatever) by one (or two or whatever) and go back up to do it again. As soon as Index equals the number that is currently in End, the loop stops. One thing that you have to be careful with when using FOR loops in ACTION!. If you declare Index (or X etc.) to be a BYTE for instance and you want your loop to go higher than 255, it will never end. What happens is that since a BYTE variable holds only numbers from 0-255, they can only work correctly in a loop that only will go to 255 or less. Using a CARD variable will let you have a FOR loop that goes up to 65,535, which should be enough for most people. In last month's program

we used a couple FOR loops. One went from zero to nine and got the numbers to sort from the user. The other FOR loop was used in the sort part to go from the beginning of the array to the current end swapping any values that were out of place.

FOR loops are great for when we know exactly how many times we want to repeat some instructions. But what about the times when we want to repeat some instructions, not a certain number of times, but while some condition we are checking is still true? Or when we want to keep doing something until some other condition becomes true? In case you couldn't follow that sentence, we'll have some examples to make it clear in a moment. ATARI BASIC has no built-in facilities to handle these types of loops. Instead we must use even clumsier and more confusing methods than those we have to use with the IF-THEN statements. In ATARI BASIC to emulate these kinds of loops, you have to have a combination of GOSUBs and GOTOs that make your program very hard to read and follow.

How do we do it in TURBO BASIC and ACTION? In ACTION!, as usual we set aside the block of code we want to repeat with a DO at the beginning and a OD at the end. The first type of loop is called a WHILE loop. It says, "WHILE some condition is true, do all this stuff in the DO-OD section. As soon as the condition is false, stop doing what is in the DO-OD loop." We put the WHILE condition BEFORE the DO-OD loop we want to do. For example:

```
WHILE Number_Of_Lives>0
DO
    ; Play game loop
OD
```

In TURBO BASIC we don't have DO and OD to mark the begin and end of the loop so we use WEND to mark the end of a WHILE loop. In TURBO BASIC it would look like this:

```
100 WHILE Number_Of_Lives>0
110 REM Play Game Loop
.
.
200 WEND
```

The next type of loop is the UNTIL loop. As usual, mark the beginning and end of the group of statements you want to do with a DO and a OD. An UNTIL loop says, "Do all this stuff in the DO-OD loop UNTIL some condition becomes true. If it is still false, keep going through the DO-OD

loop." We put the UNTIL condition AFTER the DO-OD loop we want to do. For example:

```
DO
;Play Game Loop
OD
UNTIL Number_Of_Lives=0
```

Again in TURBO BASIC, we don't have DO and OD to mark the beginning and end of the loop. Instead TURBO BASIC uses the REPEAT statement to mark the start of the UNTIL loop.

```
100 REPEAT
110 REM Play Game Loop
.
.
200 UNTIL Number_Of_Lives=0
```

In last month's BubbleSort program, we use an UNTIL loop to handle the main sort. Up at the top of the DO-OD loop, we set the number of Exchanges made to be zero (Exch=0). Then we go through the array checking to see if any values have to be swapped because they are out of

place. If any have to be swapped, we swap them and add one to the number of Exchanges (Exch==+1). At the bottom of the DO loop, we check if the number of exchanges is zero (UNTIL Exch=0). If it is still zero after we have gone through the whole array, then we did not swap and values and the list must be sorted completely. To sum it up in one sentence: Go through the list swapping any values out of place UNTIL no swaps are made.

At first glance, WHILE loops and UNTIL loops look pretty much the same. The main difference is that a WHILE loop checks the condition BEFORE it does anything in the DO-DO loop. If the condition starts out false, then it never enters the DO-DO loop at all! On the other hand, the UNTIL loop does not check the condition until AFTER the DO-DO loop, so the stuff in the DO-DO loop always gets done at least once.

As an interesting note, ATARI BASIC has a bug (fixed in TURBO BASIC by the way) in that a FOR-NEXT loop that goes from a higher number to a lower with positive steps as in

```
FOR X=5 TO 1:PRINT "HELLO":NEXT X
```

will print out one HELLO, even though it should not print out any. The reason is that when the designers of ATARI BASIC wrote ATARI BASIC (in machine language) they used an UNTIL loop (which always get done at least once)

when they should have used a WHILE loop which checks to see if 5 is bigger than 1 BEFORE it prints the HELLO. Frank Ostrowski, the author of TURBO BASIC used the correct method.

One last condition to cover. Remember very early when I mentioned loops that never end in ACTION! and Turbo BASIC and when they might be used? If you notice in our discussion of UNTIL loops and WHILE loops, the UNTIL loop checks at the bottom and the WHILE loop checks at the top. There is a special command in both TURBO BASIC and ACTION! called EXIT that lets us leave a loop anywhere. This is useful for when we have the special case of where we want to leave in the middle of the loop. For example:

```
DO
IF Gotshot=1 THEN
  Num_of_Lives==1
IF Num_of_Lives=0 THEN
  EXIT
ShootBack()
DO
```

Normally that DO-DO loop would be an infinite loop since there is no FOR-NEXT, UNTIL, or WHILE statements at the beginning or end. However, in this case, if Num_of_Lives ever equals zero, then we will exit out of this infinite loop wherever we are. In this case, before we get a chance to shoot back.

Well, that wraps up looping and conditionals. We'll be using them in practical examples over the next couple months so you can see exactly how they are used. Next month we'll finish off those wierd mathematical operations* (MOD, XOR, etc.) and start getting into procedures. So far, I have had to hold back on some of the real power of ACTION! until we laid the groundwork for you BASIC* programmers. Everything I've written so far has been fairly easily converted to BASIC. Starting next month, we start going into high gear and leave BASIC in the dust.

NOISE FROM NOYES

by Dave Noyes

24 bit

What's a 24-bitter???? Well, it's most normally an 8-bitter who has gone to ST use while maintaining 8-bit use. By neccessity (some of my literary efforts were required to be ST produced) I know use 8-bit and ST machines side-by-side...literally. Two monitors, two printers, four disk drives (two for each computer) and a modem shared by both (thanks to an A/B switch box provided by Eric Jacoves), and an assortment of other electronic and electrical goodies fill the desk-top to overflowing. That's where I stand (actually sit) at present.

It's really a quite interesting situation. When I go to boot the 800XL, I often get boot errors as I forget to close the drive doors (don't have to on an ST's SF354 drives). When using ST Writer...I hit CNTRL arrow (like ATARIWRITER) instead of just the arrow. There are many similar situations wherein confusion between the two machines arises...I'm sure you get the point...schizo! A case in point is this NEWSLETTER; it was produced on BOTH machines!

As I don't intend to give up 8-bitting, and ST'ing has its high points...I guess 24-bitting is where it's at for me...with the time and \$\$\$ that I have invested in my 8-bit "stuff"...would one expect otherwise??? And yet, with the MASSIVE power and speed of the ST...that looks and feels nice also. Now let's hope ATARI remains viable in the foreseeable future in order to ensure that all of our investments in their products have made sense!!!

'til next month...

ZMAGAZINE'S



This Issue:

Z*Net
NewsWire
Beyond GEM
KidAtari Power
Atari Update
DTP Program
Comparison

April 1989

Vol. 1 No. 2

FEDERATED GROUP NOT TO BE CLOSED BY ATARI

by John Nagy

Contrary to claims in the press that Atari Corp was to begin "closing Federated Stores" in March, officials and managers at several Federated locations and headquarters in southern California told Z*Net that "business as usual" would continue at Federated Group locations. However, a sale or other separation of Federated by Atari is now clearly intended.

Reactions and rumors of "closings" were apparently based on information in a March 8 press release stating the financial position and outlook of Atari Corporation as of December 31, 1988. Among the profit and loss statements, the release also stated that as of year end 1988, Atari began treating its Federated Group, a wholly owned subsidiary, as a "discontinued operation". Atari is reported to be studying viability of sale, spinoff, or leveraged buyout of the subsidiary, which has shown continued losses. The change of status to "discontinued" is a financial maneuver to prevent any future Federated losses from impacting Atari financial statements, fixing the allocations and isolating Federated pending a decision on what to do next. Reserves and recorded writeoffs attributed to Federated are now posted at \$100 million.

It was stressed that the changes were neither caused by nor would be affected as a result of the lawsuit pending between Atari and the former owners of the Federated Group. In that suit, Atari charges that the assets and liabilities of Federated were grossly misrepresented by the sellers, and Atari actually is seeking more money in the suit than it paid for the store chain.

Officials Z*Net talked to called the closing reports "false" and "misleading", and explained how Atari was reorganizing its involvement with Federated. Operation of

the Federated Group chain will not cease as a result. Although a very few of the more than 60 stores may close in the reorganization, any closings will be a result of individual store performance. Meanwhile, several high officials within Atari Corp are said to be considering buying the electronics store chain from Atari.

Managers and staff at several stores told us that they had been assured that most Federated Group stores were not going to be closed or affected by the reorganization or sale. The stores will continue to carry ATARI as their "first line" of computer products, and no change in stock or policy is anticipated.

Atari posted fourth quarter operating earnings of \$15.2 million in 1988, compared to \$31.3 million for the period in 1987. Net income for the fourth quarter of 1988 after extraordinary items and "discontinued operations" were \$9.3 million (\$21.2 million in 1987). 1988 total net sales were \$452.2 million, up from \$362.6 million in 1987. Tangible net worth of Atari is pegged at \$83.2 million. Cash and temporary investment position alone (\$91.9 million) nearly offsets the total outstanding short and long term debts of \$93.5 million.

Dynamic RAM shortages and high prices are blamed for the comparatively poor fourth quarter. However, release claims the shortage "peaked" in that quarter, and implies it is easing now. It continues, "A number of new items designed to complement the existing ST" and MS DOS product lines will be announced this year."

The report concluded with this enlightening message: "If anticipated demand for our products grows and our new products meet with success in the marketplace, 1989 should be a good year."

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If you don't see it, call anyway! You'll be glad you did. We are Atari people from 'way back' and will do our best to keep you, our customers, satisfied. Thank you for your business.

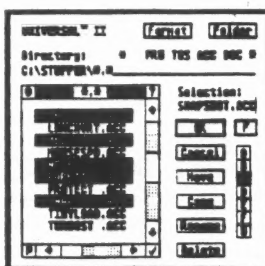
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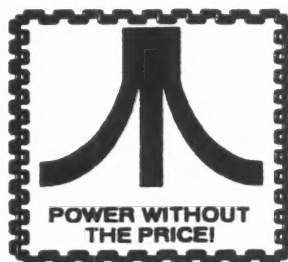
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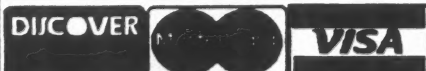
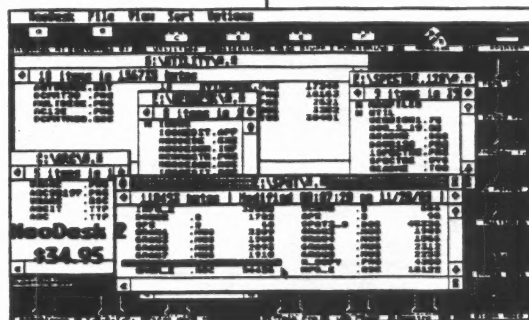
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Z*NET NEWSWIRE

☞ Last month, in Z*NET NEWSWIRE, we gave you details on Auto Mall Shows. This is a listing of the CONFIRMED dates. March 31, April 1,2 - North Glen Mall, Denver, Colorado; April 7,8,9 - Bon Marche Mall, Baton Rouge, Louisiana; Town & Country Mall, Houston, Texas; Viola Italia Mall, Denver, Colorado; Mayfair Mall, San Leandro, Ca; April 14,15,16 - Dutch Square Mall, Columbia, South Carolina;



Greenbrier Mall, Cheesapeake, Virginia; April 28,29,30 - Golf Mill Shopping Center, Niles, Illinois. NOTE: Dealers interested in hosting any of these and future shows are encouraged to call Sig Hartmann at (408) 745-2000 as soon as possible.

☞ CompuServe continues its \$15.00 free online time offer. If you are not a subscriber and would like to get online, send your name and address to Syndicate/Z*Net Publishing, PO Box 74, Middlesex, NJ 08846. Please allow 4-6 weeks for delivery.

☞ The first WORLD OF ATARI show debuts this month in Anaheim California, at the Disneyland Hotel, April 22-23, 1989. Seminars, Workshops, Super Sales, Atari 8bit, 16bit, XEGS and more. Atari will rent the Grand Ballroom at

the hotel for a free concert. They plan to have four or more performers. Possible acts include, Mick Fleetwood(Fleetwood Mac), Michael Pinder(Moody Blues), the Pointer Sisters, maybe an ex-Beatle, too. Tickets will be available exclusively from vendors on the World Of Atari floor. Stay tuned to ZMAG, STZMAG for the latest details every week.

☞ World of Atari's Rich Tsukiji announced his plans for future shows to a group of Michigan club officers last month while planning his June 24-25 Detroit area show. Annual shows will be held in four or five locations which may include Disneyland, Detroit, and Seattle. As many as five smaller shows each year will be held in other locations such as Salt Lake City and Dayton.

WORLD OF ATARI Disneyland Hotel April 22-23, 1989

Rich would like groups interested in having World of Atari come to their area contact him and request a show. This will avoid future conflicts like that with MACE. That Detroit club voted to schedule their own AtariFest barely more than a month in front of the Dearborn Hyatt Regency World of Atari Show. Contact Rich at (503) 673-2259.

☞ Marty Albert, GENIE 8-Bit SysOp recently left messages on the service detailing his conversation

with Sig Hartmann about lack of support for the 8-bits. Mr. Hartmann responded positively and asked the GENIE crew to post a message in the Bulletin Board area requesting input for what 8-bit developers would want in a Developer's Kit. Interested parties should respond on GENIE, and comments will be forward to Sig Hartmann to see what can be done about it.

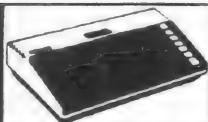
☞ Another anti-dumping tariff may be in effect as you read this. We all remember the days of the 256k ram chip for \$2.00 and lived through the unbelievable price hikes that took the cost of this integrated circuit as high as \$18. Sad to say, it appears we will indeed encounter another tariff. The International Trade Commission will be voting on whether or not US disk manufacturer Verbatim was harmed by Japanese dumping of disks. The ITC will be authorized to collect tariffs on all incoming 3 1/2 disks from Japan. These tariffs will be as high as 51% of the total cost of the disk! Japanese disk sales in the US ran about 140 million in 1987, and the tariff would bring in a healthy chunk of change to the ITC. But....the idea of drastic disk price increases will not sit easily with the home consumer.

☞ David Sullivan of Total Control Systems maker of the soon to be released GOE (Graphics Operating Environment)

Cartridge, expects atleast limited compatibility with the similar Diamond Cartridge (Alan Reeve, Reeve-soft). Applications written for either of the Atari 8-bit Desktop systems may be portable if a very few unique functions are avoided (alternate font sizes, etc). If this works out, 8-bit users can look forward twice as many new programs for each system. TCS can be contacted at (619) 270-0111. Reeve-soft can be reached at (301) 863-8369.

☞ Comdex is in Chicago for the first time April 10 thru 13. These shows are for manufactures and developers of business hardware and software. After several disappointing showings at last years Comdexes, This time Atari promises to introduce several new hardware items.

☞ Atari specialty catalog: E. Arthur Brown Company of Minnesota released their spring 89 catalog in March. This sixteen page newspaper is a jackpot of Atari software and accessories. As usual there are special limited deals: GFA ARTIST and the never before available GFA RAY TRACE are each \$29.95 due to Michtron's liquidating their GFA line. Brown got a deal on the Michtron labeled boxes, and can pass the savings to you. This is the type of offer E. Arthur Brown is known for, get their catalog!! 1 (800) 322-4405. ♦



RATTY'S RAP

Mat*Pat - Ratware Softworks



Let's take a quick look at new cartridge games from Atari: "Crime Busters", by James Zalewski, is another boffo light gun game from the man who brought you "Barnyard Blaster". The name may not be familiar, but many of you weathered Ataris probably know his work - Jim comes from the company once known as K-Byte (the folks who brought us KRazy everything, most notably KRazy-Shootout). There has been one report that Jim's new game is "less accurate" than "Barnyard Blaster". This is somewhat impossible, since the EXACT same gun read routines are in both games (this comes direct from Jim).

In the tradition of Elliot Ness, you're out to sweep up the streets. There are plenty of bad guys to blast. Select one of 12 trouble zones on your crime map (point and shoot). Sometimes you'll have to drive there. In this scene the bad guys will chase you, and you've got to blast them off the road. What's ODD here is that you cannot shoot the car that's annoying you. You must shoot some arrows at the bottom of the display, which directs gunfire FROM your car, on the road above. This was done to be "different", according to James. He's disappointed with the results here, but these were Atari's specifications. After you have driven to your first destination, so long as you always chose adjacent areas, no more driving scenes will be required.

Once at your destination you will face hoods in one of several different scenes. My favorite is the warf, where bad guys pop up in windows on a boat. Divers will also surface in the water to shoot at you. Shoot first, ask questions later. Occasionally a beautiful blonde will pop up in a window, or a goofy kid holding a lolly pop - not a gun. Or a lovely gal in a bikini will float onto the scene at the warf. Don't shoot the innocent bystanders, it'll cost you valuable bullets and time.

At the end of the game (you die 3 times or complete all 12 areas) you are presented a rating and a score. Nothing special happens when you clean up the whole city, outside of getting the "Crime Buster" rating. It would have been nice to be presented a medal of valor, or something. But, according to James Z., EVERY BYTE was used up in the 64K bank switch cartridge as it was.

This is a superb game that has only one flaw. It DEMANDS more accuracy than the gun can deliver. Sure, I can beat the game, if I sit pretty close to the monitor. It seems that you have to hit the bad guy in the head or chest, or

he doesn't die. By contrast, when I play Nintendo's "Hogan's Alley", I sit clear across the room in my easy chair to play. I don't think it's that the Nintendo's gun is that much more accurate, just that the software is more forgiving. Atari's light gun games have objects that are too small, too many, and require too much accuracy. This makes them more frustrating than they should be.

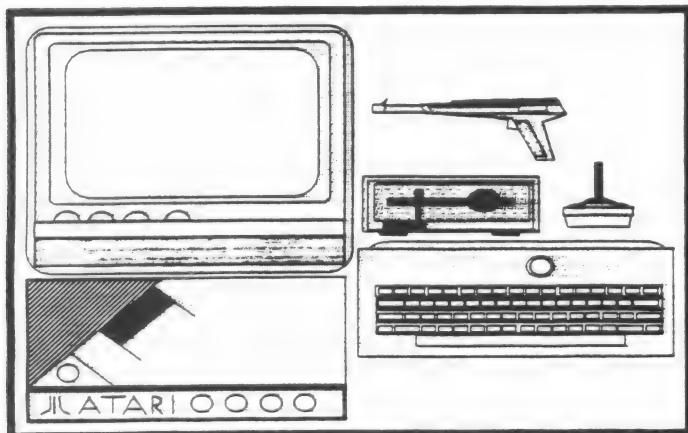
"Dark Chambers" is an exciting graphics adventure, along the lines of Gauntlet from Mindscape. It's less sophisticated in that it only has 26 levels (Gauntlet sports over 200, and separate screen disks of 500 more screens may be used as well!), and you only have two courses of offensive action - shoot, or blast a bomb (if you have one). In Gauntlet you can also cast spells, and a few other things. "Dark Chambers" is visually exquisite, and VERY playable. As a matter of fact, I beat it - got through all 26 levels - in only a couple of days at the "beginner level" of difficulty. Guess what happens after level 26? Level 1 again! This is the game's major flaw. No goal other than more points, and adventure gaming for the sake of adventure. Am I tempted to go back to it at the intermediate level and try to beat it again, and then at the expert? NO! However, it has a nice two "simultaneous" player mode. So, after you tire of it, it's great when you have friends over!

I am worried about a few things, and I'd like to pass my concerns on to you. If you feel the same way, write to Atari about it:

Jerry Pournelle, of Byte magazine, announced the Commodore Amiga as the most improved computer of 1988. The company has brought out several new and very impressive products. The most notable are the PC-AT compatible bridge board (no software emulation - pure PC compatible hardware!) and a 68020 coprocessor board. Many more good things are promised, and things look, in general, very healthy for the company and it's computer line.

So what has Atari done in the last year? Recently they lowered prices. If I recall, just about ALL ties between Atari and store chains such as K-Mart were severed way back when Atari started slashing prices on the 400/800 without refunding the difference to the stores. The chains got burned real bad! When Jack Tramiel took over Atari he announced that BUSINESS IS WAR! Is the war over? Did anyone think their purchase of Federated was a good idea? Is anyone surprised that Atari is NOW trying to "dump" it? I tell you about new game cartridges that my dealer is fortunate enough to get in short order after their release. Then you tell me you cannot find the new games ANYWHERE. Call Atari and ask them where you can get the product. You know what they'll do? They will offer to sell the product direct to you, at full retail PLUS shipping. Do they really think we're that desperate for product? That we're that BRAND LOYAL? Is Atari TRYING to become a mail order only company like Dell Computers or CompuAdd? If they do, I doubt they'll be around much longer.

I hope I'm wrong, and Atari does something REALLY SPECTACULAR. If you care, write to Atari and express your views. If you don't care, then do what you gotta do. Either way, I'll be around supporting the 8bit Atari so long as there are magazines that want my work. As for all you fellow loyal Atarians out there, as Dan Rather would say (or George Michael!), "FAITH!" ♦



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DTP PROGRAM COMPARISON

by G.L. Smith

I operate a commercial photography studio and we use type extensively to create, amongst other things, text graphics which we then photograph to create some varieties of presentation slides. In order to save the expense of outside Typesetting, as well as to improve production time we have been attempting to use the ST for more and more 'Typesetting Chores'. Our biggest problem is that while the printed page may look good to the eye when it is photographed using high-contrast film, and made into 35mm slides, it is then subject to some pretty mammoth enlargements!

Believe me GDOS fonts printed even on a 24 pin printer blown up to 10 or 12 feet are not pretty!. However it seems that we are now as near as we are going to get by using the Atari Laser printer, and using legal sized paper in the 'landscape' orientation, and limiting text output to 7 or 8 lines usually 36 to 72 point. At these sizes we have found GDOS to be useless, and its here that Calamus, and Pagestream have a big advantage. But in order to get to where we are now we have used all of the readily available DTP programs, (and this is where the story really begins) and since we have all of em I thought you may be interested in a very unscientific quantative comparison of what they can do in a normal page mode.

I designed a sample page which had two headlines in 48 point Times, Dutch, or Tymes (!)..the standard serif font. One line in 'normal' weight, the other 'bold'. Then a third line on 'Light' 12 point type, and a fourth of 20 point italic. Then an IMG image which was sized at about 2.5" x 2.5", two 2" x 6" text columns, and finally a block of 48 point Helvetica bold, and a block of 24 point Times bold. Into the two text columns I imported ASCII text in 10 point Times normal, and 12 point Helvetica bold. So the idea was to create a uniform, comparable layout using various typefaces and point sizes, and various text attributes. Because of the limitation of Calamus' typefaces, (only Helvetica & Times) I was unable to add different fonts. GDOS fonts used were Swiss and Dutch and I used the laser set supplied by Atari for Easy Draw, and the self-generated GDOS fonts for Timeworks. For Pagestream I used Helvetica and Tymes as supplied.

My interest was to determine: a) How long it took to create the page. b) How long it took to print it. c) How the results compared.

I should add that while I am fairly proficient with each of these programs Pagestream and Calamus are fairly new to me, and I hate reading manuals. (That is why the above test does not include esoteric features like shadowed multiple boxes or whatever!) In conducting this very unscientific experiment I ran into a few problems:

1) Timeworks does not permit Dutch (or Swiss) bigger than 36 point -so that was the level of the headlines on Timeworks page.

2) I had used the Calamus ASCII file "Manual.Txt" as the import. This is all in German, and since I don't understand that language, it forms a useful body type. But of course German has all manner of funny letters (umlows or whatever).

3) Calamus Had no further problems.

4) Pagestream just missed out the letters - no space -

just gonzo!

5) Timeworks replaced them with a '?

6) And Easy Draw - ahh... Easy Draw. After waiting nearly ten minutes for Easy Draw to print the page it occurred to me that it was having a problem with the special characters so I aborted, rebooted, and edited out all the non-English characters. Then waited another ten minutes andnothing. To cut a long story short my Easy Draw (ver 2.6) seems to have a defective text import module. It imports text, displays it, allows you to edit it, and saves it, but it won't bloody print it! So for the easy draw sheet I replaced the import section with typed in prose, or as close as I could come!

(Editors Note: Imported text may fill the page. In order for Easy-Draw to print this text the overflow must be deleted first. If you should fail to delete or place any phantom text, it will not print!)

Ahh what price uniformity. Anyway the following table indicated creation time, and printing time on the Mega 4/SLM804 combo I used:

Program	Creation Time	Printing Time
Calamus	8 min 29 secs	0 minutes 53 secs
Timeworks DTP	6 min 02 secs	1 minute 17 secs
Easy Draw*	10 min 48 secs	1 minute 03 secs
Pagestream	6 min 14 secs	3 minutes 43 secs

As to output..well thats very subjective but for what its worth Calamus: No question best of the bunch in every respect. Headlines were clear and jaggy free. Kerning was excellent, the 12 point bold Helvetica was bold and consistent. Really amazing quality.

Pagestream: Very pleasing looking (except when compared head-to-head with Calamus). Helvetica bold was a bit inconsistent in weight, but the 10 point Tymes as fine. The 48 point bold headline was really disappointing however, looked like three superimposed 'normal' letters with three spikes clearly visible on the serif.

Easy Draw : 48 point is not a good idea! Very jaggy. The body type was fine, but the 12 point bold looked funny for no explicable reason! The italics don't look that good either, but that's probably more to do with GDOS than anything else.

Timeworks: Not very good. Headlines while restricted to 36 point still looked jaggy. 10 point body Dutch body type looked thin and weedy, and the 12 point bold looked too blockish.

All handled the IMG import flawlessly. I guess it will be Calamus for us, but wish they had the typefaces of Pagestream (which we will probably use instead of Calamus for page sized ads or whatever because for the fonts-oops excuse me - typefaces, and attributes. Oh, I know Calamus will have Compugraphics fonts soon, and thats great but I love the dozen faces supplied with Pagestream, and the free fonts offered on the Soft Logik RT (386) on Genie. Hope the foregoing is of interest to someone!

One further note: GDOS Fonts used for Easy Draw were those supplied by Atari with the SLM804 - presumably designed for Write etc. Timeworks fonts were only used for Timeworks. I believe the Atari fonts contain International Characters. ♦

THE CLUB ROOM

by John Nagy

This column will be a monthly exploration of ways to make your club more successful and fun for everybody. I hope a lot of different people with their own ideas will share the authorship as we go. If you (whoever you are!) have something to say about how your club did something that others can learn from, PLEASE write it up and send it, via your local editor, to Z*Net!

There may be no more part of running a club that is more time consuming than putting its newsletter together. It is a never ending race. Beg for articles, search for articles, type articles, print, copy, proof, take it to the printer, pick it up from the printer, make labels, sticker them, sort them, bundle them, take them to the post office... and start over. Heaven forbid if you sell ads... that's a whole story in itself!

For groups participating in Z*Net, the load is lessened, since 12 pages and some resulting funds are assured each month. But the load is still sizable, and editors are hard to find. Some ways to make things easier are: exchange a lot of newsletters; keep an account on GENie and/or CompuServe; band together with another nearby club; motivate local writers.

Exchange newsletters can give your editor lots of ideas for articles, items to reprint, and sometimes cartoons or graphics that can spice up your own newsletter. They can also keep your local writers on top of things. Perhaps the most satisfying thing that exchanges provide is the grin you see when you get to tell a local writer that his item was reprinted in someone ELSE'S newsletter!

The major telecommunication services like CompuServe and GENie have a LOT of material of interest to users. The particularly nice thing about articles you find online is that they don't have to be typed! Always be sure you follow any limits mentioned about reprinting when "shopping" for material. ZMAGAZINE and ST*ZMAGAZINE, among other online compilations and newsletters, can also provide additional articles of interest that may be good reprint material.

Another way to get a better, bigger newsletter is to "merge" it with other clubs. In some locations, local clubs from different brand computers put out a joint newsletter. While this sometimes results in scattering the interests, it works well for other groups. A better way to pool efforts is to band together two or more "nearby" Atari groups into a single publication. This way, ALL the information is about the same interest group. While there will be some very local info that won't interest persons in other groups (like who has to renew this month, etc.), most everything else will be worthwhile to all. From experiences I have had shared with me, it is best to have each group have a completely autonomous section, plus a "common" area for general interest items. This way, no club will feel another is telling it what it can or can't include

in its section. Questions of ownership and authority need to be worked out ahead of time as well.

The economies of scale begin to work quite quickly. Instead of three different clubs in different cities each scraping to get 6-12 pages out each month, together, they can more easily do 24 for everybody. Add Z*Net, and it could be 36 pages, with less work than each does now, or 28 pages and MUCH less work.

Of course, the problem then becomes MONEY. Fortunately, scale helps here too. Print costs PER COPY go down as the number of copies rises. Passing 200 copies allows bulk rate postage. Bulk can reduce what might be 36 or 54 cents per piece (at the larger size) down to 16 cents or less, although delivery time typically increases by about a week. Additionally, if the group can qualify for a non-profit bulk permit, expect to cut the costs in half again! Inquire about cooperation with schools or student organizations at colleges, where school mailing privileges may be extended to registered groups. It becomes much easier to sell an ad in a regional newsletter going to 200-400 people than it is to get interested advertisers in one with 70 or fewer copies, plus Z*Net rebate income is also more efficient for groups with higher circulation numbers.

When selling ads, don't limit your thinking to computer places! Pinball arcades, video rentals, even pizza houses all thrive on the same people that read your computer newsletter! Another thing to try is selling an insert- many larger companies have full color flyers that they like to use, and you could include them, stapled into your newsletter, at almost no actual cost to you. They pay you AND give you the sheet... and you have income to make the newsletter better and bigger.

Finally, back to the first thing I mentioned... begging for articles. "Seeing" a story is really an art form. Think of how many times a really GREAT tip gets mentioned at a meeting, or how someone asked how to configure... whatever. This is perhaps the most important parts of a user group interaction, but how often does it get reported? Instead, meeting minutes are shortened to "discussion followed". TAKE NOTES of what the short questions and answers are about. Corner the guy who has the problem, and ask him to get back to you with his results after trying the various suggestions. Many times, they will be happy to write a couple paragraphs for you about their learning experience. Those few lines may be the most important ones in your entire newsletter to some reader, and they portray what really happens at your meetings. Don't let them get away!

If you are reading this in an exchange newsletter and would like more information about Z*Net participation, call us at (201) 968-8148. ♦

The Original National ATARI Online Magazine

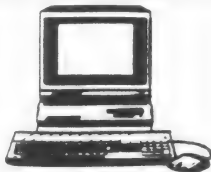
ZMAGAZINE

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BEYOND GEM!

What form_do Does and Doesn't Do!

by Douglas Hodson



Welcome to the second edition of Beyond GEM! As stated last month, this column is dedicated to a study of some of the most powerful aspects of GEM.

This month let's take a look at the `form_do()` function GEM provides. `Form_do()` is a very convenient function that handles all the users interaction with dialog boxes. It's makes constructing and implementing simple dialog boxes quick and easy. The construction of a dialog box usually follows the generic recipe given below:

1) Create (draw) the dialog box using a resource editor.

2) While still in the resource editor, label all the objects that need to be manipulated in the dialog box (i.e. edit fields, buttons, so forth).

3) When you save your file, the resource editor will also save a standard C header file that contains the indexes to the objects you labeled and also all the trees you created.

4) This header file (say `test.h`) is included in you C source code using the compiler directive `#include <test.h>`.

The include file contains a list of `#defines` that "define" the labels you specified in the resource editor for the objects in your dialog box. The labels are defined as equal to the index position of that particular object in a global object array that the resource editor created (more on exactly what this array is, and what it contains in future columns). This global array is contained in the file called "test.rsc".

To get that dialog box displayed "up on the screen" the following source code can be used. I have to assume you've initialized GEM properly and already loaded the resource file. Also note a assumed that you used the label `DIALOG` for the root of the dialog.

```
do_dialog()
{
    OBJECT *dialog;
    int x,y,w,h;
    int exit_button;

    /* find dialogs address */
    rsrc_gaddr(R_TREE,DIALOG,&dialog);

    /* adjust dialogs coordinates */
    form_center(dialog,&x,&y,&w,&h);

    /* reserve screen space, well not really */
    form_dial(FMD_START,0,0,0,0,x,y,w,h);

    /* draw dialog */
    objc_draw(dialog,0,MAX_DEPTH,x,y,w,h);

    /* handle user interaction */
    exit_button = form_do(dialog,0);

    /* release screen space, well not really */
    form_dial(FMD_FINISH,0,0,0,0,x,y,w,h);
}
```

Hopefully this sequence of steps looks familiar. Most of the function calls do one little thing or another then move on. But look at `form_do()`. The description is "handle user interaction". Looks like `form_do` does much more than a little thing or two. This is what makes using `form_do` so convenient, one function call to handle ALL your user interaction!

Convenience can also be a double edged sword. Because it handles so much, you have very little control. So much for the really fancy dialog boxes! If you've ever seen Double Clicks formatting software, you no doubt wondered how they make the buttons highlight (appear selected) as the mouse crosses the button's boundary. They are certainly not using `form_do` to handle the interaction.

Notice the `form_dial` calls. One of the misnomers commonly associated with this call is that it appears to buffer screen memory. This is totally incorrect. The GEM buffer is for menus and alert boxes. The GEM buffer is correctly called the menu/alert buffer and is NOT used for dialog boxes.

So what does `form_dial` do? It causes GEM to generate a redraw message (or event) to the program. Naturally, to handle this redraw message your program must be "listening" to messages generated by GEM using either the `evnt_mesag()` or more commonly the `evnt_multi()` functions (these functions deserve columns themselves!).

Next month we'll continue on with discussion of ways to replace the `form_do` function with a custom `form_do` for you! ♦

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KIDTARI POWER IN ILLINOIS SCHOOL

by John Nagy

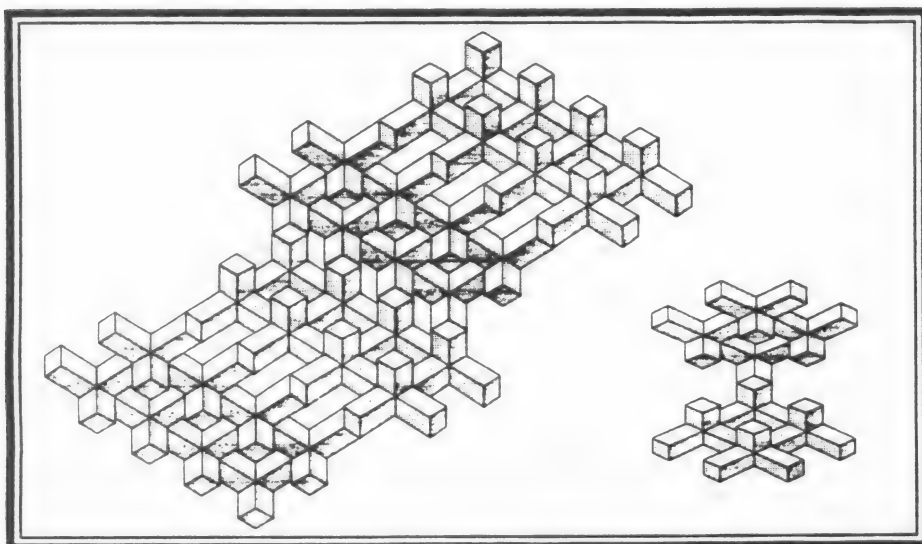
Dorothy Brumleve is an Illinois ST programmer who has specialized in programs for children. Most are designed as learning/teaching tools, like KIDPUBLISHER, sort of desktop publishing for very small desks. A director at Dorothy's daughter's preschool uses an ST as a center in his classroom, with programs by Dorothy and a few others for the children to use completely independent of adult help. Becky McCabe, who teaches first and second grade at Leal Elementary School, in Urbana Illinois, saw how the ST was being used in the preschool. Though she was a bit computer-phobic, she wanted her kids to be able to use the programs too. So Dorothy put out four of her programs as CAREWARE, and hoped that we would get enough money sent in by users to buy an ST. In the meantime, they borrowed money and bought a used ST. The CAREWARE funds (currently over \$125) are repaying that loan.

Becky started using Kidpublisher with her kids—it took only a few minutes to train each group and the output from her classroom interested other teachers. They wanted ST's for their classrooms, too. Dorothy wrote to Sam Tramiel last November on behalf of the school, and asked if Atari could help them acquire 9 520ST's. Nothing happened until a call from Atari in March saying that nine 520s with single-sided drives and color monitors were leaving Atari by truck as an outright donation!

The teachers are very excited about it. The principal is offering the STs to the lower grades, and the few Apple II's that were in those classrooms are moving to the upper grades, following the students who had begun their computer experience on them. About half the upper grades will have the Apples, but ALL the lower grades will have ST's! One can hope that the children will learn to appreciate the power of the GEM operation and demand MORE ST's as they progress.

Dorothy will be giving the teachers a workshop on using the ST and providing starter software. As they use the programs, the teachers will tell her what changes they need, or program concepts they'd like to see implemented. The resulting software will make Dorothy Brumleve's KIDPROGRAMS series even better.

If efforts like Dorothy's and ATARI's are repeated in other locations, it "just might" be possible to flush the Apple's out of the schools from the bottom up! ♦



ATARI UPDATE

Due to the upcoming shows and commitments, we were given the following information via a telephone interview. Next month we are hopeful of quieter times and Atari's presence.

Vince Giammatteo, new Vice-President and General Manager of the Atari Computer Division, has passed along the following.

- "Atari is excited about this year's Comdex show and will be introducing several NEW hardware items."

- In early May, check your local listings for the television program "Computer Chronicles", Atari will be the subject of the telecast.

- 25 major cities across the nation will soon be viewing 2 Atari TV commercials, one 30 second commercial on the 1040ST and one 60 second commercial on Atari's DTP system, plus newspaper ads.

- Over 200 new dealers have joined Atari, with another 100 projected for this quarter. Interested dealers are encouraged to contact Atari.

- "Dram shortages have eased up which will increase Atari's being able to manufacture more product. Corporate strategy is to aggressively increase the dealer base in the United States. We are currently running a number of promotions which range from the 1040 thru DTP system with Postscript Laser Printer."

In other Atari News:

The SLM804-PCV is finished and should be at Comdex, Atari is officially supporting the World of Atari show in Anaheim California, and will be at Comdex, CEPS (Desktop Publishing Show), and the CES show.

ONLINE REPORT

by Ron Kovacs

There are sister publications to Z*Net, if you are unaware of them here is a capsule of what can be found in recent releases.

ZMAGAZINE - Atari 8-Bit News and Reviews

Recently changed to ATASCII and a 40 column format, a new editor by the name of Harold Brewer, ZMAG brings the latest 8-bit news and topics of interest to you weekly. Recent releases include: OverSeas Visit; Hard Copy 8-Bit Magazines; Micromiser; World of Atari Shows; Hardware Upgrades; Programming Tips; Online Service Sign-up Offers; Surveys; Software Reviews.

ST*ZMAGAZINE - Atari ST/MEGA News and Reviews

Released every Tuesday with the latest Atari News. Recent coverage includes: Michtron Press Releases; ST Help; Public Domain Releases; Z*Net Newswire Reports; Hardware Upgrades on the 1040ST, and IBM Monitors; Spectre 128 Updates; World of Atari; Fleet St Publisher Notes; New Games for the 8-bit and regular original articles from Alice Amore, Sally Nagy, William Whitton, Ron Kovacs, John Nagy, and others.

These online publications are released every Tuesday on CompuServe and GENie. They are also found on over 300 BBS systems around the world. Like...

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As promised last month, Z*Net has opened its own area on the GENie telecommunication network. We are located in the ATARI ST area, on the bulletin board as Category 31. There are separate topic areas for information on ZMAG and ST*ZMAG, an area for discussion about the current issue of Z*Net, and a special topic for editors and publishers of newsletters, particularly those who carry Z*Net. That's a good place to add your comments and questions about the structure and organization of Z*Net.

Also included in the ZMAG/Z*NET category are topics like "List your ZMAG/ST*ZMAG BBS Carrier" and announcements and discussion of World of Atari shows. ZMAG/Z*NET will always have information about the World shows FIRST, because we are the Official Online Voice of ST-World Magazine, sponsors of the shows.

If you are unfamiliar with the GENie system, you should check it out! Charges are \$5 an hour (evenings and weekends), and you will find information, conferences, and LOTS OF DOWNLOADS (including ZMAG and ST*ZMAG every week). Literally hundreds of new programs each month appear on GENie's 8-bit and ST ATARI areas, and Atari itself has people online and available for help and information. To sign up for GENie (and have the normal \$29.95 registration fee waived by ATARI!) call 1-800-638-9636 with your modem at 300 or 1200 baud. As soon as it connects, type HHH and then press return. You should be prompted with "U*=". At this prompt, type: XJM11887, ATARI then hit return. The system will show you a bit of what is available, and register you for an account. Be prepared with either credit card info or bank account checking info. It will take a few days for GENie to verify and activate your account. If you need help by a real live person, try 1-800-638-9636, although they will not have information on the Atari offer.

Once you get online on GENie, type ATARI at the first menu prompt. You will go directly to the Atari area menu. To reach our Z*Net area, choose (1) ATARI ST AREA. You will be asked if you want to join that "Roundtable". Answer Yes, it doesn't cost a thing, and is required for access, sort of an internal membership roll. Select (1) Bulletin Board, then SET 31 to get to our category. Once there, you can see the topics with a TOP, and read messages with REA ALL or REA 4 (for topic 4, etc.). Leave us a message! We'll hope to see you there! ♦

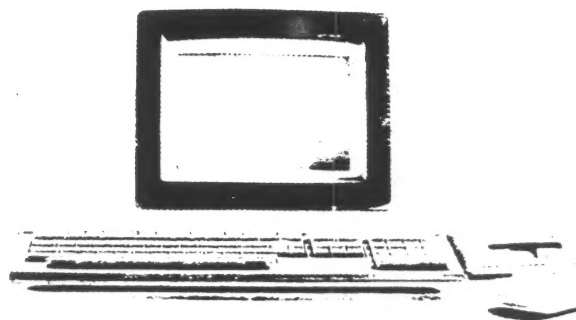
Z*NET welcomes the following Publications and User Groups this month:

ACORN Kernel (Atari Computer Owners of Rochester New York), Rochester, New York.

OrnJuice (Atari Computer Association of Orange County - ACAOC), Fountain Valley, California.

POKEY (Western New York User Group), Buffalo, New York.

Sourcerers Apprentice (Michigan Atari General Information Conference - MAGIC), Warren, Michigan.



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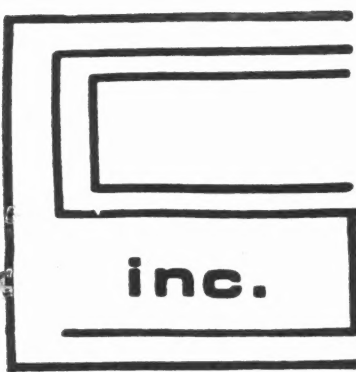
Find the latest software, like the new desktop publishing program for the ST. Learn how to run Macintosh® and MS-DOS® programs on your Atari. And pick up helpful game tips from experienced players.

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every day. You can even provide recommendations as they develop new programs and products. There's no better way to get more out of your Atari.

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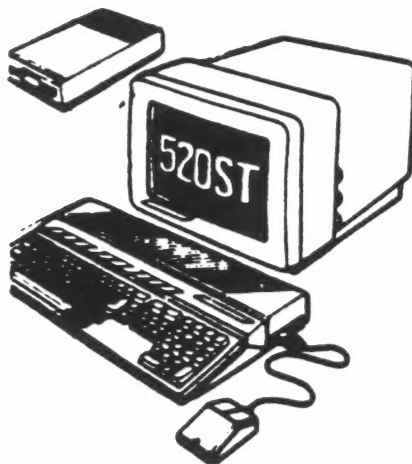


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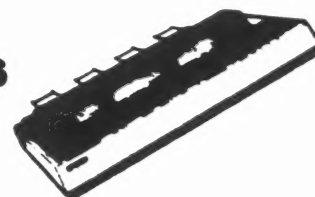
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